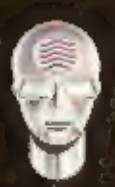

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RAIDEN TRAD™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Thank you for selecting the Raiden Trad™ Game Pak for your Super Nintendo Entertainment System.®

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

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Thank you for purchasing Electro Brain Corp's version of the arcade classic Raiden Trad for your Super Nintendo Entertainment System. We recommend you read the following instructions carefully before embarking on your mission to save Earth. We fear that if you refrain from doing so you will find yourself not only hopelessly unable to effectively pilot your "Raiden" aircraft, but quick to realize that you are totally oblivious of your mission and thus may further jeopardize the future of Earth as well. Please keep this booklet close at hand for future reference, the future of Earth depends on it.

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The Battle for Earth, the Carnassials have landed!

Introducing the Most Horrifying Type of World War, the likes and sounds of which the Earth has never seen, Interplanetary World War.

The year is A.D. 2090. Shortly after the turn of the century the inhabitants of Earth established what was thought to be a lasting world peace. They thought wrong. Due to countless years of global strife, nation after nation helped to construct a new type of representative government allied under one cause, world peace. Little did earth's inhabitants know that the last planet they would ever have to worry about would not be their own.

Shimmering metallic objects seemed to fill the midnight skies that fateful night, December 2, 2089. The attack was on, taking the earthen people completely by surprise. Assembled in huge numbers above the planet earth, the invading Carnassial force was beginning the first stages of their planetary conquest. The people of earth were horrified, they were utterly helpless and there was nothing anyone could do.

Over the course of the next year the planet earth was ravaged by war. The combined forces of the allied earthen armies tried their best to halt the Carnassial advance, however, it was to no avail. By 2090 the Carnassials had already taken control of capital cities, decimated millions, and fortified five strategic outposts beyond any offensive reach. The future of a free, peaceful earth looked dim. . . .or did it?

Late in the year 2090, the earthen armies managed to capture various alien weapons and assault vehicles. Although it didn't even dent the Carnassial war machine it offered a unique offensive opportunity for the united armies of earth. What would it be? Would this new opportunity be big enough to save the earth?

The world allied government gathered superior engineers from all over the world to construct the ultimate weapon, the innerspace bomber "Raiden." Constructed entirely out of alien parts and armed with the latest earthen weaponry, the "Raiden" bomber promised to be the savior of earth. Who would be able to pilot such a craft?

Pilots from all over the world attempted to qualify for the two meager flight slots available for the only two inner space "Raiden" fighters constructed. They were subject to rigorous testing both on the ground and in the air. Only two pilots were able to pass the requirements crucial to entering the flight slots. You and a friend are the only pilot(s) that can defeat the Carnassial threat and take back what has been stolen from you: freedom, world peace, and your home planet of earth!

Player Options and the Configuration Mode

Insert your Raiden Trad game pak into your Super Nintendo Entertainment System. Make sure the power is turned on.

As the title screen appears you will see the underside of a Carnassial craft entering the earth's atmosphere in attack formation. As soon as you see the laserbeams start to infiltrate the lower portion of the earthen atmosphere, press start to proceed to the menu screen and to eventually begin the game.

The Menu Screen:

The menu screen provides three different game play options for the player to choose from. To select the option desired, move the directional control pad up or down and then press start to enter that option.

1. One player mode provides the game player with the challenge of rescuing the earth and obliterating the alien forces by him or herself.
2. Two player mode provides two game players with the same unique challenge as above, but allows a second "Raiden" fighter to join in the fight for freedom against the alien tyranny. The option not only doubles the potential firepower of the allied earthen forces, but doubles the amount of attacking forces as well. In this mode two players can either cooperate with each other and share the icons when they appear on the screen or the two players can compete with each other and "hog" all of the items for him or herself.

Note: All icons and their descriptions will be thoroughly discussed in section four of this booklet.

3. **The Configuration Mode** allows the game player or players, in the case of a two player game, to customize the eventual game play in six specific areas.

To select the area you wish to customize, move the directional control pad up or down to find the desired area, then left or right to begin the customizing process. The seven areas that can be player customized are the following:

--Hero, this is the number of lives every player or players, in the case of a two player game, has for every "life" played. (Any amount of lives between, and or including, 2 and 5 can be selected.)
--Bombers, this is the number of bombs or nuclear explosives every player or players, in the case of a two player game, has for every "life" played. The number of bombs each player has in stock can of course be added to by picking up the Triangular B icon. For every "B" icon obtained another bomb will be added to your arsenal. This is the only way to obtain more bombs. (Any amount of bombers between, and or including, 2 and 5 can be selected in the Configuration Mode.)

Note: Picking up an icon shaped like a bomb DOES NOT give the player extra bombs or nuclear explosives. This icon merely adds a 1,000 point bonus to the final individual score of the specific level for every one the player picked up.

Every time the player loses a life, or "Raiden" aircraft, the number of bombs originally set by the computer or the player in the Configuration Mode will be the number of bombs or nuclear explosives available in the arsenal of the "new" life.
--**Level**, these are the various levels of difficulty that the player or players, in the case of a two player game, will be subjected to. You can choose from:

- Easy
- Semi-easy
- Normal
- Hard
- Pro

--Rapid fire, you can turn it either on or off.
--B.G.M., this option allows the player or players, in the case of a two player game, to select the background music for the game to be played. Choose from any of the following titles or sections of the game:

- Gallantry
- Lightning War
- Rough and Tumble
- Fighting Thunder
- Go to Blazes
- Continue
- Name Register
- Opening
- Ending
- Intermission

--S.E., this is the number of unique sound effects the player or players, in the case of a two player game, can incorporate into the up and coming adventure.

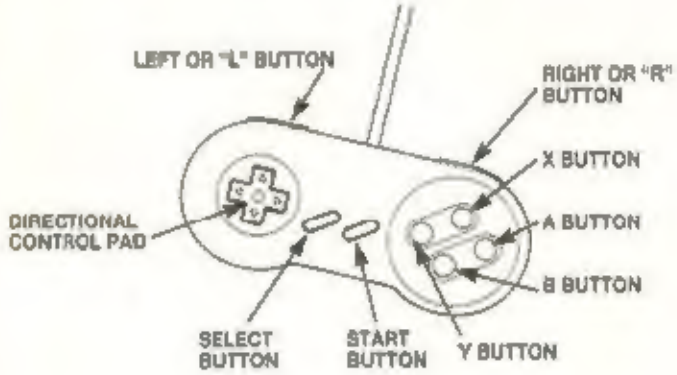
Player(s) can select any sound effect desired, but only one of the 16 can be incorporated into the game at any one time.

When you have finished customizing the game, move the cursor to the exit command and press start. These options entered will apply towards the up and coming game unless the player(s) wish to redo the customizing process. You will return to the menu and title screens, select either the one or two player mode and va-voom, you're off to save the world, the wonderful world of earth.

As you have already been briefed, the Carnassials have assembled above the planet earth in preparation of a world wide invasion. Your objective is, of course, two fold. As a "Raiden" pilot, a suave, tough guy top gun, you know the type - you and a friend, in the case of a two player mission, must rescue a defenseless Mother Earth from an onslaught of ruthless Carnassial laserfire and nuclear bombardment. Your second objective is to vanquish the enemy invaders and destroy their five earthen strongholds. Keep in mind that our alien nemesis will do everything in its power to prevent these two objectives from being met. The odds are heavily against you, but with patience, excellent marksmanship, and dexterity you can beat the odds. Now all you need is a flying lesson.

III. Mission One: A Brief Flying Lesson

The innerspace fighter bomber, known as "Raiden," has intense firepower and superior mobility. In order to use the "Raiden" fighter's incredible technology most effectively against the Carnassial invaders you must master the following:



The directional control pad capabilities: this little bad boy makes "Raiden's" superior mobility possible. Press it:

- Left or right to move your fighter left or right respectively;
- Up to advance to the top portion of the screen;
- Down to reduce the forward thrust of the fighter and return the fighter to the bottom of the screen.

B-button: Press this button and you will be able to deploy the weapon you most recently acquired. Different weapons and types of artillery/ammunition can be obtained by picking up their representative icons as they become available on the battlefield. Each icon is different for each weapon (this will be explained in full detail in section four of this booklet.) Be on the lookout for the icon/weapon that will benefit you the most for every situation on the battlefield. The weapon you hold can make or break your defense against an enemy onslaught, heavy or light.

Note: Once a "Raiden" fighter is shot down, resulting in the loss of one life, the icons previously collected for the preceeding fighter will also be lost. The new fighter and its weapons will be the equivalent of those when the game began. Pick up more icons and you're back to high power fightin' in the sky!

Y-button: Every time you press this button your "Raiden" fighter will drop one bomb, or nuclear explosive, provided you have some in stock. The number of bombs the "Raiden" fighter begins the game with is limited by either the amount selected by the computer or the player in the Configuration Mode. (You have already have been told how to acquire more bombs in section two of this booklet.) It is imperative that you use good judgement in deploying this special weapon. If you drop your entire "stash" in the early stages of an enemy confrontation, you may find yourself in a very sticky situation as the battle rages on. Comprende?

Start button: This button allows the player to:

- Move from the title screen to the selection/menu screen
- Start the game and call the game's "configuration"
- Pause and continue game play

The select, X, A, L and R buttons have no function in this game - so hey, DON'T WORRY ABOUT EM', EH! THIS MEANS YOU! Well, we've got to keep you on your toes somehow, right?

Raiden Trad is a special game in that it provides the player and a companion an option for a two player simultaneous game. In this situation, both of the players maneuver and deploy their weaponry in the same fashion as stated in the above guidelines.

Once a player loses his/her last remaining fighter and has, in one player game only, exhausted the continue option, the game for that player is over. At this time, the top ten scores are indicated on the screen. If the player, that's you by the way, was a good enough pilot to be ranked in the top ten scores, his or her individual ranking will be indicated by their respective player number on the right hand side of the ranking list.

Way to go hotshot!

Now that you know what to do, let's jump into the game. The player or players, in the case of a two player game, begin their adventure from their special isolated "Raiden" fighter aerospace carrier just off shore from the first enemy camp. Be careful, the enemy onslaught could come at anytime. Be cautious I say!

You're clear for take-off.

As the campaign rages on after the initial sighting of the enemy be sure to collect all of the icons you can and above all else watch the corners of the screen. They tell you things like:

- The total points for the individual player
- The number of lives remaining
- The number of nuclear explosives the player has in stock
- The opportunity to continue for a one player game only

Note: In the case of a two player game the above information is printed for player one on the left side of the screen, and player two on the right. Player one is always the red fighter, player two is always the blue fighter.

When a stage is cleared the "Raiden" fighter or fighters, in the case of a two player game, will land for a brief moment. At this time the stage clear message will appear and tally each individual(s) total points for the stage. (Bonus points are added to the regular score at this time.

Whoooooopeeeeee!

Mission Two: Weaponry and Special Icons

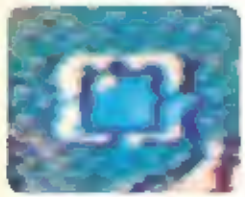
Let's talk guns, big guns, one's that go "BOOM!" Wait a minute, you need ammo to shoot out of them, what could you use?

There are several types of special weapons and hard hitting explosives that can brighten the earth's future and dim that of the aliens. You obtain these weapons and explosives by picking up icons as they appear on the screen. Icons appear in two instances. First of all, any icon can appear whenever you destroy something, and I mean anything, alien. The second instance, and this is more common than the first, is to seek and destroy orange and grey bunkers. Both of these bunkers hold the bomb (bonus points) icon and the other weapons representative icons that we shall discuss shortly.

BOOM, BOOM, BOOM went the bunker, Pumped Up Up went my plane!

The special weapons and explosives you can obtain through picking up icons are as follows:

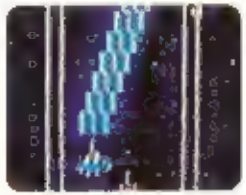
The **Red Shot**, this icon doubles the shots of your original weapon. It improves the weapons surface area by enhancing its "spray."



The **Blue Shot**, this icon will add a single laser beam to your weaponry.

There is some important information that every player should know about the Red and Blue shot icons. First of all, they are the same icon in that the icon will change it's color over a period of a few seconds and then back again. When the color of the icon matches the color of the weapon you wish to obtain pick up the icon. Second of all, the more icons of a particular color (in this case red or blue) you pick up the better. The reason behind this is that if you stick to one color icon, you can max out your "Raiden" fighters weaponry for that particular icon.

Maxed out red shot



Maxed out blue shot

Note: If you are involved in a two player game try shooting the jet stream of the other player. A special weapon will appear that will knock your socks off. You have to see it to believe it!

Heat seeking missiles, like the regular missiles described below are types of sub-weapons that can be used in coordination with either a Red or Blue Shot weapon.

Regular missiles that will tear the enemy apart.

Like the Red Shot and Blue Shot icons, the heat seeking missiles and regular missiles are also part of the same icon. These two subweapons change color back and forth like the Red and Blue Shot icons but do not build up, or max its power out like the others do. One of these icons will do it all.

The P Square will power up weapons to their maximum potential without having to collect more icons.

The Triangular B icon will add one nuclear explosive to your arsenal every time you pick one up. It may also make a gift of say, bonus points.

The Bonus Point icon will add 1,000 bonus points to your score at the end of the stage you obtained them in.

The One-up icon will add an extra "Raiden" fighter to your reserves every time you pick one up.

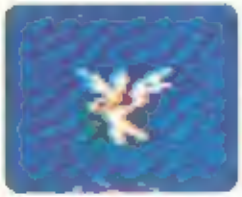
5,000 bonus points are awarded if you make it to the end of a stage with your power maxed out. The bonus points are, of course, added to the total stage score and are dependent according to the number of bonus items accumulated on each screen in an individual stage.

When a "Raiden" fighter has been completely maxed out, its overall appearance will change.

Before . . .

. . . . After!

There are two types of special icons that do not add weaponry to your fighter but points to your score. These icons are hard to find and have, therefore, been put in a class of their own.



Fairy Icon. This icon shows up mysteriously, sometimes accompanying weaponry icons. Why? It's a secret, see if you can figure it out, or how you can see her more often!

The Configuration Monitor. The heroic scientists who created "Raiden" use this monitor to look after their beloved creation while you fight for freedom and a restored world peace. Find this well hidden "cam" and you'll be 5,000 points stronger.

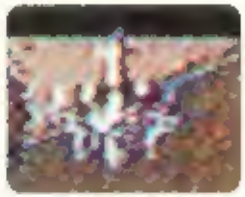
As the battles ravage both countryside and metropolis and the destruction eats at you mentally and emotionally, well, O.K., physically too, be sure to collect all of the icons listed above as often as you can to defend yourself. Be careful about it though, it is very possible to become a tad over zealous while collecting icons and run into a barrage of enemy fire. That's stupid. Watch yourself and don't get greedy. Oftentimes greed doesn't pay off in the long run, either for you or earth.

The Carnassial Invaders - Seek and Destroy!

When you see the green of their skin, fire! Here is a sample of some of the Carnassial you will encounter. Their numbers are absolutely unaccountable and terrifying. They are always within their weapons, like the following:

Battletank

Warhawk



Lasercopter

Massacre Monger

Sand Storm

Hovergun

War Bunker

Boom Box

Space Speeder

Flying Fox

Spider Tank

Stingray

Sea Tank

Track Terror

Talon

And there are many, many more. You have just begun to fight.

The Theaters of the Interplanetary World War!

Stage One: The Bread Basket of America

Stage Two: The Leveled City of Kyoto, Japan

Stage Three: The Suez Canal

Stage Four: The Ruins of Ancient Greece

Stage Five: Rancho Mirage, California

Stage Six: The Black Void of Death

Stage Seven: The Mother Ship

Stage Eight: The Planet of utter Carnage, Carnass, the source of the alien tyranny.

If you can defeat all eight stages of alien bombardment, earth will be saved and the Carnassials will be vanquished! Only you have the power to defeat such a vile nemesis, only you have the power of "Raiden!"

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Electro Brain Corp. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electro Brain software product, postage paid, with proof of date of purchase, at its Factory Service Center.
To receive this warranty:

1. **DO NOT return your defective Game Pak to the retailer.**
2. **Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.**

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